

What is claimed is:

1. A method for controlling jitter buffer size for a jitter buffer of a communication device for communication with a network, the method comprising the steps of:

monitoring said network for at least one burst period;  
determining a likelihood for at least one subsequent burst period from said at least one burst period; and  
adjusting said jitter buffer size based on said likelihood for said at least one subsequent burst period.

2. The method of claim 1, wherein said step of adjusting said jitter buffer size is in accordance with the detection of said at least one subsequent burst period.

3. The method of claim 1, wherein said step of monitoring said network includes:

measuring a time to play for each packet received at a predetermined location;

building a time to play statistic by creating at least two statistics from each of said received packets from at least two predetermined time intervals;

calculating the width and offset values from each of said at least two statistics; and

determining said likelihood of said at least one subsequent burst period from said widths and offsets of said time to play statistic.

4. The method of claim 2, wherein said step of adjusting said jitter buffer size includes, estimating said jitter buffer size and adjusting said jitter buffer size in accordance with said estimate.

5. The method of claim 1, wherein said step of monitoring said network for said at least one burst period includes monitoring said network for one burst period.

6. The method of claim 3, wherein said step of determining said likelihood of said at least one subsequent burst period includes performing a statistical analysis of said at least one subsequent burst period.

7. A method for controlling jitter buffer size for a jitter buffer of a communication device for communication with a network, the method comprising the steps of

monitoring data packet transmissions in said network, including monitoring said data packet transmissions to detect at least one burst period;

building a time to play statistic by creating at least two statistics from each of said received packets from at least two predetermined time intervals;

calculating the width and offset values from each of said at least two statistics;

determining the likelihood of at least one subsequent burst period based on said width and offset values of said time to play statistic, provided there has been said at least one burst period; and

estimating said jitter buffer size to accommodate data packet transmissions of said at least one subsequent burst period based on said time to play statistic, provided there has been said at least one burst period.

- 5 8. The method of claim 7, additionally comprising:

building said jitter buffer to accommodate said data packet transmissions of said at least one subsequent burst period in accordance with said estimate.

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An audio receiver comprising:

a jitter buffer and

a controller for said jitter buffer, said controller programmed to:

monitor said network for at least one burst period; and

to adjust said jitter buffer size based on said monitoring said network for said at least one burst period.

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10. The audio receiver of claim 9, additionally comprising a storage unit in operative communication with said controller.

11. The audio receiver of claim 9, additionally comprising a decompressor in  
20 communication with said jitter buffer.

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12. The audio receiver of claim 9; additionally comprising an amplifier in  
communication with said decompressor.

25 13. An audio receiver comprising:

